

Charitable Gaming in Alberta

In Review

2007-08

AGLC
Alberta Gaming and
Liquor Commission


ALBERTA
LOTTERY FUND

Year at a Glance

Alberta's charitable gaming model provides opportunities for thousands of charitable and religious groups to benefit financially from gaming activities. Non-profit groups across the province earn hundreds of millions of dollars each year to support their programs and activities by conducting bingos and casinos, selling pull-tickets, and holding raffles. The funds from charitable gaming are used to help our communities stay vibrant and attractive for residents and newcomers alike.

	2007-08	2006-07	2005-06	2004-05	2003-04
Gaming Venues					
Association bingo facilities	40	43	46	52	53
Private Operator bingo facilities	2	1	1	0	0
Total licensed bingo facilities	42	44	47	52	53
Traditional casinos	19	18	17	16	16
First Nations casinos	4	1	0	0	0
Total charitable casino facilities	23	19	17	16	16
Charitable Gaming Licences Issued ¹					
Bingo	1,027	1,265	1,262	1,371	1,281
Casino	3,424	3,259	2,904	2,893	2,962
Pull-Ticket	198	295	228	314	262
Raffle ²	290	296	327	294	320
	4,939	5,115	4,721	4,872	4,825
Charitable Gaming Revenue to Charities (\$millions) ³					
Casino	\$ 244	\$ 198	\$ 172	\$ 147	\$ 133
Raffle	48	34	34	42	39
Bingo	26	30	35	41	44
Pull-Ticket	7	8	7	8	10
	\$ 325	\$ 270	\$ 248	\$ 238	\$ 226

¹ Bingo and pull-ticket licences are generally in effect for two years. Licences for casinos and raffles are generally for a single event.

² Does not include raffles under \$10,000.

³ For information on the data contained in charitable gaming revenue to charities, please see page 2.



There are over 9,300 groups eligible to conduct charitable gaming activities in Alberta. That translates to approximately one eligible charitable or non-profit organization for every 375 Albertans.

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Introduction

Alberta's unique charitable gaming model is in place to ensure charities receive maximum benefits from gaming activities. In 2007-08, almost 5,000 charities earned \$325 million through charitable gaming activities such as bingos, casinos, pull-tickets and raffles. These proceeds were used to support community projects and initiatives for non-profit and volunteer organizations throughout Alberta.

Alberta's charitable gaming model is highly regarded by charitable groups and stakeholders. This annual review provides information about Alberta's charitable gaming model including:

- Which groups are eligible for gaming licenses,
- How charitable gaming funds are used,
- The amount generated by charities from each gaming activity, and
- How the province maintains the integrity of gaming activities.

Also included in this annual review is information about the Gaming Information for Charitable Groups (GAIN) program, which educates charitable and religious groups about how the charitable gaming model works. In 2007-08, the GAIN program was expanded to offer specialized sessions to casino event licensees as well as a combined charitable gaming licensing and use of proceeds session.

All the reference material cited in this publication, such as specific terms and conditions for each gaming activity, is available on the Alberta Gaming and Liquor Commission (AGLC) website at www.aglc.gov.ab.ca.

Charitable Gaming Revenue

It can take up to seven months after the completion of a raffle, pull-ticket, or community bingo event for the event data to be submitted to and reviewed by the AGLC. This is the normal timeframe given the various stages of the process involved. Various delays may be encountered which may lengthen this timeframe.

As such, this report is based on the following data:

- **Bingos:** data is based on the current fiscal year for bingo events conducted at licensed bingo facilities, and prior year data for bingo events conducted at community bingo facilities. Data from community bingos with gross sales under \$2,500 is not included.
- **Casinos:** data is based on the current fiscal year.
- **Pull-Tickets:** data is based on the prior fiscal year.
- **Raffles:** data is based on the current fiscal year for raffles with gross sales under \$10,000 and prior year information for raffles with gross sales over \$10,000. Data for raffles with gross sales under \$10,000 is not included in 2006-07 and prior years.

The total amount wagered on casino table games includes the total poker rake from poker table games (Maximum of \$5 per hand) and tournaments (10 per cent). The operator's fee from the poker rake is included under the expense column.

Mandate

In accordance with the *Gaming and Liquor Act*, the Gaming and Liquor Regulation, and the *Criminal Code* of Canada, the AGLC's mandate is to:

- License, regulate and monitor gaming and liquor activities in Alberta,
- Define operating policies and procedures for gaming and liquor activities,
- Ensure integrity and social responsibility in the operation of gaming and liquor activities,
- Collect gaming and liquor revenue,
- Ensure business and program operations run efficiently and effectively,
- Disburse provincial lottery revenues,
- Independently or with industry and government, develop and implement programs and services to address problem gambling and responsible alcohol consumption, and
- Communicate to gaming and liquor stakeholders accurate and timely information.

In addition to licensing eligible groups for charitable gaming events, the AGLC administers the Alberta Lottery Fund, including the collection and disbursement of proceeds. Alberta Lottery Fund proceeds come from electronic gaming activities such as VLTs, slot machines, electronic bingo and ticket lotteries.

Alberta Lottery Fund grants are administered by 13 government ministries and fund a variety of programs, projects and foundations that support all Alberta communities.



Sports groups, supporting competitive amateur sports such as minor hockey and swimming, raised \$59 million at charitable gaming events in 2007-08.

Eligibility and Allowable Uses of Proceeds

The *Criminal Code* requires that groups participating in charitable gaming are charitable or religious in nature and that the proceeds from charitable gaming be directed to charitable or religious purposes. The province's *Gaming and Liquor Act*, the Gaming and Liquor Regulation, and its gaming policies establish the standards for conducting gaming activities; this includes which groups may be eligible for gaming licences and how they may use the gaming proceeds.

Only non-profit groups are eligible for charitable gaming licences. In this regard, eligible groups must:

- Have a broad-based volunteer membership,
- Have an executive democratically chosen from its volunteer base,
- Have unpaid members, directors or officers,
- Have programs which benefit a large segment of the community, not the individual members' self interest,
- Have volunteers who are responsible for establishing, maintaining control of and delivering the group's programs, and
- Be incorporated (except for raffles with a total ticket value of \$10,000 or less).

Eligible groups must have actively delivered a charitable program to the community for at least one year before applying for a gaming licence. For casino event applicants, an active record of program delivery for the previous 24 months is required. In locations where there is no casino waiting list, casino event licences will be considered after 12 months of proven program delivery. For bingo applicants and applicants for a raffle with a total ticket value of more than \$100,000, an active record of program delivery for the previous 12 months is required.

The aim of this requirement is to ensure eligible groups have pre-existing support in the community and do not rely on gaming funds for program delivery. Gaming proceeds are intended to supplement the volunteer activities of eligible charities rather than serve as a primary source of support.



Did You Know?

Over 1,100 new gaming eligibility applications were approved by the AGLC in 2007-08.

The eligibility of a group must be determined before it can apply for a licence to conduct bingo or casino events and pull-ticket and raffle sales.



TYPES OF GROUPS ELIGIBLE FOR GAMING LICENCES

From 'A' to (almost) 'Z', there is a wide variety of different types of groups that are eligible to participate in charitable gaming.

Agricultural Fair or Exhibition

Groups registered under the *Alberta Societies Act* or *Agricultural Societies Act* that conduct annual fairs, exhibitions, rodeo or chuck wagon events.

Aid of the Distressed

Groups with identified specific issues of social concern that actively work to address these issues by providing a social service and/or educational program. Examples include facilities that house victims of violence and food banks.

Arts

Non-profit groups that actively deliver an arts program or activity to the public in the visual arts, the literary arts, the media arts and the performing arts. Included are marching, school and youth bands, and related groups such as parent associations and booster clubs.

Associations of Employees, Occupations or Professions

A group of employees or groups founded upon a common occupation or profession with membership open to the general public. The groups' primary purpose is to provide charitable

programs or services that benefit the community. Groups formed by employees or upon a common occupation or profession, structured principally for self-help, personal benefit or the welfare of their membership are ineligible.

Chamber of Commerce/ Board of Trade

Chamber of Commerce or Board of Trade groups in municipalities where a service club or community league or association does not exist. The chamber or board serves the purpose of operating community programs or services.

Children's Groups

Groups that deal with children and have identified specific issues of social concern and actively address these issues, such as day care facilities. Commercial enterprises are ineligible.

Community Leagues/ Associations

Groups incorporated as community leagues/associations or groups that provide the same types of functions as community leagues/associations.

Education

Volunteer educational groups within or affiliated with schools or educational institutions that enhance the educational opportunities of students.

Ethno-Cultural

Groups identifying themselves with a specific ethnic or cultural origin that preserve or enhance their heritage, traditions, and cultures by offering educational programs or cultural activities to the community.

Fundraising

Groups such as: (a) foundations and "friends of" groups incorporated to aid and support the charitable work of hospitals, schools and libraries (that is, they aid and support establishments or institutions which are ineligible for licensing due to statutory or policy limitations); and (b) community service groups (nationally chartered service clubs, fraternal groups, veteran's groups, and the United Way) that operate to support community projects, organizations and assist needy individuals.

Governance (arm's length)

Groups that deliver programs for community service or public benefit and show a clear separation in funding and governance from publicly-funded programs. Examples include youth, family and community service associations.

Eligibility and Allowable Uses of Proceeds

TYPES OF GROUPS ELIGIBLE FOR GAMING LICENCES (CONTINUED)

Historical Resources

Groups engaged in activities that provide the general public with access to our historical resources, such as museums and historical book committees.

Hobby/Social

Groups whose programs provide education and information programs to members of the public. Examples include quilting associations and orienteering clubs. Groups primarily established to serve or further the self interest of its members through pursuit of leisure time activities based upon hobby, recreational, or social activities are ineligible.

Liaison

Groups that provide public education or counselling programs, liaise with government, and present a balance of the range of views on particular issues of public concern. Examples include groups that represent specific cultures or environmental concerns.

Medical/Health Aid and Relief

Groups whose primary purpose is to assist those afflicted with a specific physical or mental disorder. Includes groups that support medical research, health care facilities or support groups for those who are handicapped. Hospitals, health centres and for-profit medical facilities are ineligible.

Nature Conservancy

Groups at the community or regional level that promote nature conservation through educational programs or the operation of public facilities.

Non-profit

A non-profit group ineligible for a gaming licence as a charity or religious group may be eligible for a licence to conduct a small raffle with a total ticket value of \$5,000 or less.

Promotional

A group that provides a charitable or religious program or service which results in a community benefit, and engages in promotional activities to increase public awareness and participation in its programs or services.

Related Groups

Branches, subsidiaries, auxiliaries, or groups similarly affiliated with a charity are considered related to a charity. Either the principal or affiliated group may be licensed for a bingo or casino event at a time.

Religious

Religious groups such as churches, parishes, congregations, and lay groups involved in furthering religious principles or objectives.

Senior Citizens

Groups that provide programs and services to assist seniors in the community.

Sports

Sports groups at the community or regional level that promote a charitable objective through the delivery of a structured and developmental amateur sports program to the public. The sports program may be based on individual or team play. Adult sports groups that meet various criteria, including support of a youth component of the sport, may be eligible.

Umbrella Groups

A group that provides support to other charitable groups and is responsible for direct active delivery of charitable or religious programs to the community. Includes umbrella groups with joint responsibility with charitable groups for the direct delivery of programs or services to the general public, and contributes resources needed to deliver these programs and services, for example, governing bodies of eligible amateur sports leagues.

Veteran, Service and Fraternal

Groups established based on a national charter and whose general objectives relate to activities that provide community benefit. The auxiliaries of such groups may also be eligible for licensing. For example: legions, fraternal orders, etc.

Youth

Groups that provide youth development programs and services in the community, such as the teaching of leadership, citizenship and community development skills.

ALLOWABLE USES OF PROCEEDS

How can proceeds be used from a charitable gaming event?

Part of the proceeds may be used to pay for prizes and other expenses related to operating the event. The remainder of the gaming proceeds must be used for the charitable or religious purposes stated in the charitable group's licence application. To change the use of proceeds, groups are required to submit a written request to the AGLC, and if approved, the group's licence will be updated accordingly. Charities have up to two years to use the funds.

If a group requires an extension of the two year period, a request for extension must be submitted to the AGLC along with a supporting business plan. The business plan must include:

- A written explanation as to why the proceeds have accumulated beyond 24 months;
- Any other sources of revenue associated with the planned project or event;
- A list of expenditures associated with the planned project or event; and
- Timelines for the anticipated disbursement of the accumulated proceeds.

Bingo licensees that operate at halls with electronic bingo also receive a portion of the proceeds from electronic bingo and Keno through a grant from the Alberta Lottery Fund.

Gaming proceeds also include interest, dividends or other income earned.

Starting on the next page is a list of allowable uses of gaming proceeds. For more information, please check the Charitable Gaming Policies Handbook on the AGLC website at www.aglc.gov.ab.ca or contact the Regulatory Division of the AGLC.



In 2007-08, charitable and religious organizations donated \$33 million of gaming proceeds to other charitable and religious organizations within Alberta.

Eligibility and Allowable Uses of Proceeds

ALLOWABLE USES OF PROCEEDS (CONTINUED)

Accounting Fees/Gaming Financial Reports

Licensed groups may use gaming proceeds to hire a professional accountant (CA, CGA, CMA) to prepare gaming financial reports (includes all bingo, casino, pull-ticket, raffle, consolidated, supplementary, assistance fund and building account financial reports). Ineligible uses include preparation of any other financial reports.

Administrative Costs

Administrative costs that are necessary to the delivery of a charitable or religious program or service are eligible uses of gaming proceeds. Approved administrative expenditures shall normally be limited to a maximum cumulative total of 10 per cent of gaming proceeds earned the previous calendar year. Ineligible uses include costs related to internal administrative activities of the group.

Assistance Fund

A fund may be established and administered by governing bodies of veterans and service groups to help member groups in financial difficulty.

Bursaries and Scholarships

Gaming proceeds may be donated to a legally established charitable trust fund whose purpose is to support educational bursaries or scholarships.

Debt Retirement

Gaming proceeds may be used to pay debt incurred in the delivery of a group's approved charitable or religious programs or services. Debt must be incurred as a result of mortgage payments for a public facility or inadvertent expenditures (e.g., emergency repairs to a public facility).

Donations within Alberta – \$5,000 or less

Gaming proceeds may be donated to, or used in support of, charitable or religious groups within Alberta that actively deliver a program or service which provides a community benefit. The donor group must record all donations and the purpose of each donation on its gaming financial report.

Donations within Alberta – in excess of \$5,000

Gaming proceeds may be donated to, or used in support of, charitable or religious groups within Alberta that actively deliver a program or service which provides a community benefit. Prior approval of the AGLC is required and details of the donations, a statutory declaration and recipient agreement must be provided to the AGLC.

Donations – Outside of Alberta but within Canada

Gaming proceeds may be donated to, or used in support of, charitable or religious groups outside of Alberta that actively deliver a program or service which provides a community benefit. These must be in support of disaster/emergency relief, nationally recognized charitable programs that benefit Albertans or medical and educational research programs that may potentially benefit all Canadians. The donation is limited to a maximum cumulative total of 75 per cent of gaming proceeds earned in the previous calendar year.

Donations – Outside of Canada

These donations can only be used for international disaster/emergency relief and projects in countries the AGLC considers as developing or underdeveloped and countries appearing on the Canadian International Development Agency (CIDA) list of countries or territories eligible for Canadian official development assistance. Other requirements or limitations may also apply. The donation is limited to a maximum cumulative total of 50 per cent of gaming proceeds earned in the previous calendar year.

ALLOWABLE USES OF PROCEEDS (CONTINUED)

Education

Gaming proceeds may be used for the costs of specific educational program(s) or support. This includes a specific educational experience for students which is not principally recreational or social and would otherwise be unavailable, as well as educational equipment and supplies (e.g., audio visual equipment, athletic equipment and musical instruments). Ineligible uses include operational or capital budgets of educational institutions or schools, such as employee salaries, wages, building additions and renovations.

Emergency Funds

Gaming proceeds may be used to provide relief for individuals or families in personal distress or who are victims of physical disaster. This may include equipment and supplies or the training of volunteers during emergency situations.

Endowment Funds

Gaming proceeds may be used to establish and/or donate to an endowment fund, whose purpose is to support approved charitable or religious purposes. Endowment fund contributions are limited to a maximum cumulative total of 50 per cent of the gaming proceeds earned in the previous year. An endowment fund is defined in AGLC policy as a fund where the principal is not normally disbursed and only the investment income, or a portion thereof, is expended.

Equipment

Gaming proceeds may be used to purchase or rent equipment if the equipment is essential to the delivery of the organization's charitable programs or services. Ownership of the items purchased must remain with the licensed group. Ineligible uses include equipment or supplies intended to produce income.

Facility

For groups that provide a public facility, gaming proceeds may be used for the capital, leasehold, rental and operating costs of the facility. This includes: fixtures and furnishings, mortgage, lease or rental payments, utilities, insurance (fire and liability), property taxes, janitorial costs and supplies, repairs and maintenance, and renovations.

Facility – Maximum 50%

For groups providing a facility with public access and areas for exclusive use of members and guests, up to 50 per cent of gaming proceeds may be used for the cost of the facility, which includes: fixtures and furnishings, mortgage, lease or rental payments, utilities, insurance (fire and liability), property taxes, janitorial costs and supplies, repairs and maintenance, and renovations. The remaining 50 per cent must be applied to other approved uses.

Officials/Judges Fees

Gaming proceeds may be used for fees for referees, umpires, adjudicators or other positions responsible for officiating or judging a competition (also see 'Sports' in this section).

Promotional Activities

Gaming proceeds may be used for promotional activities designed to increase public awareness and participation in charitable or religious programs. This includes advertising in newspapers, radio, television, posters, signs, pamphlets, letters and Internet web pages. Ineligible uses include advertising to attract new members, except for yearly membership drives of community and service clubs.

Registration/ Affiliation Fees

Gaming proceeds may be used for registration fees/affiliation fees when related to a charitable or religious group's specific objective.

Rent

Gaming proceeds may be used for rent of a facility for ice rental, sports fields and stages for performing arts groups (also see 'Sports' and 'Facility' in this section).

Resource Materials

Gaming proceeds may be used for the design, printing, postage, and purchasing costs of resource materials, books, manuals and videos (also see 'Administrative Costs,' 'Education' and 'Promotional Activities' in this section).

Eligibility and Allowable Uses of Proceeds

ALLOWABLE USES OF PROCEEDS (CONTINUED)

Senior Citizen Activities

Gaming proceeds may be used to pay for approved expenditures related to the special needs of senior citizens. Senior citizens are defined in AGLC policy as those 60 years of age or older.

Sports

Gaming proceeds may be used to support eligible sports groups, such as rental fees of a facility or a venue for the group's sporting events. Gaming proceeds may be approved to purchase uniforms and equipment as long as these are required for the participation in the sport (see also 'Uniforms/Costumes' and 'Equipment' in this section). Groups may also use gaming proceeds to pay for the reasonable costs of certifying officials and judges in their sport, including training and education costs. Gaming proceeds may be used to pay for awards such as trophies, plaques and ribbons. Adult sports groups with a youth component must use at least 50 per cent of their gaming proceeds on their youth programs.

Travel Within Alberta

Gaming proceeds can be used to pay travel expenses to conferences, seminars, workshops, clinics, meetings and conventions that are directly related to the group's charitable programs or services. Gaming proceeds can also be used for travel that enriches an educational institution or school's curriculum. Groups involved in activities such as music, dance and drama may use gaming proceeds for travel if the group is participating in a recognized

and organized event, such as a competition or festival. Individuals and teams involved in structured and developmental amateur sports may be approved to use gaming proceeds to travel to organized, structured and sanctioned events. Ineligible uses include social or recreational travel or travel of an administrative nature.

Travel Outside Alberta

Gaming proceeds may be used for travel required for a group to deliver its programs outside Alberta as either a normal part of the group's activities, or an earned opportunity to go to a higher level of activity. Travel itineraries must be submitted for approval prior to the event.

In addition, for travel outside of Canada, licensed groups must demonstrate that a similar activity does not exist in Canada.

Uniforms/Costumes

Gaming proceeds may be used to purchase or rent uniforms or costumes if they are essential to the delivery of the organization's charitable programs or services. Ownership of the items purchased must remain with the licensed group. Items of a personal, social or promotional nature may not be purchased.

Vehicle Purchase/Repairs/Operation

Gaming proceeds may be used to purchase or rent vehicles if these are essential to the delivery of the organization's charitable programs

or services. The vehicles must be registered and insured in the name of the licensed group. Gaming proceeds may also be used for registration, insurance, repairs and operation.

Volunteer Conferences/Seminars/Training


Gaming proceeds may be used for events that are primarily organized for educational purposes related to a specific charitable program or service supported by the group or delivered in the community (also see 'Education' and 'Sports' in this section).

Volunteer Expenses

Gaming proceeds may be used to reimburse volunteers for approved expenses incurred while working a gaming event. Eligible volunteer expenses could include transportation costs to and from the gaming event via taxi or bus; or babysitting costs incurred by volunteers while working gaming events.

Wages, Salaries, Fees for Service, and Honorariums

Gaming proceeds may be used to pay salaries, wages, fees for service or honorariums only if the duties performed are essential to the group's program delivery, the duties are performed by a person with specialized qualifications and the duties cannot be reasonably performed by a volunteer.



FIRST NATION ALLOWABLE USES OF PROCEEDS

The Host First Nation Charitable Casino Policies Handbook sets out the allowable uses of proceeds for funds earned from First Nation casinos only. These uses of proceeds do not apply to First Nation charities that earn funds from bingo, raffle and pull-ticket gaming events.

Like traditional charities, all First Nation charitable gaming proceeds must be used to support charitable objectives and purposes. The majority of allowable uses of proceeds for First Nation charities are the same as the allowable uses of proceeds for traditional charities, contained in the Charitable Gaming Policies Handbook.

Additional First Nation uses of proceeds were implemented to address the unique charitable and cultural needs of Alberta's First Nations. The overriding goal of Alberta's First Nation policies is to help improve the economic and social conditions within First Nation communities.

Administrative Costs

Administrative costs that are necessary to the delivery of a charitable or religious program or service are eligible uses of gaming proceeds. Proceeds may also be used to pay salaries, wages or honorariums of persons who complete administrative duties, for reasonable professional fees necessary for the administration of the licensed charity, and to hire a professional accountant to satisfy the financial reporting requirements of the AGLC. Approved administrative expenditures shall normally be limited to a maximum cumulative total of 10 per cent of gaming proceeds earned the previous calendar year.

Addictions Treatment

Gaming proceeds may be used to pay for the costs associated with treatment programs for alcohol, drug and gambling addictions of individuals of the Host First Nation community.

Aid of the Distressed

Gaming proceeds may be used to pay for the social services (counselling and/or information programs) and/or other educational programs which have identified specific issues of social concern in the Host First Nation community and actively work to address these issues. Gaming proceeds may be used to support programs that provide the necessities of life for those in distress.

Arts

Gaming proceeds may be used to support non-profit sub-charities that actively deliver an arts program or an activity to the Host First Nation community in the visual arts, the literary arts, the media arts, or the performing arts. Proceeds may also be used to pay for the development and operation of Host First Nation community facilities in which visual, literary, or performing arts activities are undertaken, as well as the production costs of performances or displays that are available to the Host First Nation community.

Bursaries and Scholarships

Gaming proceeds may be used for educational bursaries or scholarships which are made reasonably available to all qualified Host First Nation individuals.

Children/Youth/Adults in Care

Gaming proceeds may be used to pay for social services and/or educational programs that deal with children, youth, or dependent adults in care and their families and which have identified specific issues of social concern in the Host First Nation community and which actively work to address these issues. The programs and/or services must be reasonably available to all Host First Nation children, youth and/or dependent adults in care, on or off-reserve, who qualify and wish to participate.

Eligibility and Allowable Uses of Proceeds

FIRST NATION ALLOWABLE USES OF PROCEEDS (CONTINUED)

Community Safety Programs

Gaming proceeds may be used to improve the on-reserve safety of the Host First Nation community and to protect Host First Nation property by deterring or reducing undesirable activity such as drug use, public intoxication, vandalism, gang activity, and criminal offences. Gaming proceeds may not be used to pay for the provision of traditional and/or tribal police officers.

Cultural Events

Gaming proceeds may be used to pay for Host First Nation cultural events which preserve, promote or enhance Host First Nation heritage, traditions, First Nation languages or culture, such as Pow-wows, Treaty Days, Round Dances, Sun Dances, Feasts, Sweats, lodges, funerals, and memorials.

Debt Retirement

Gaming proceeds may be used to pay debt incurred in the delivery of the group's approved charitable or religious programs or services. All proposed debit financing or servicing must be approved by the AGLC prior to any payments being issued.

Donations – within Alberta

Gaming proceeds may be donated to, or used in support of, charitable or religious groups within Alberta that actively deliver a program or service which provides a community benefit. The donor group must record all donations and the purpose of each donation on its gaming financial report. If the total annual donation to each charity is greater than \$5,000, prior approval of the AGLC is required and details of the donations, a statutory declaration and recipient agreement must be provided to the AGLC.

Donations – Outside of Alberta

Gaming proceeds may be donated to, or used in support of, charitable or religious groups outside of Alberta that actively deliver a program or service which provides a community benefit. For donations within Canada, the donation must be in support of disaster/emergency relief, a nationally recognized charitable programs that benefit Albertans or medical and educational research programs. For donations outside of Canada, the funds must be used to support international disaster/emergency relief and projects in countries that the AGLC considers developing or underdeveloped and countries appearing on the Canadian International Development Agency (CIDA) list of countries or territories eligible for Canadian official development assistance. The donation is


limited to a maximum cumulative total of \$100,000 or 5 per cent of proceeds earned by the licensed charity in the previous calendar year (whichever is less). The entire amount may be donated within Canada, however, only \$50,000 or 2.5 per cent of proceeds earned in the previous year (whichever is less) may be donated outside of Canada. Prior approval of the AGLC is required for all donations outside of Alberta.

Education

Gaming proceeds may be used for the costs of specific educational program(s) or support. This includes a specific educational experience for students which is not principally recreational or social and would otherwise be unavailable, as well as educational equipment and supplies (e.g., audio visual equipment, athletic equipment and musical instruments). Proceeds may also be used to pay for public or school bus transportation for students attending educational institutions or schools.

Elders

Gaming proceeds may be used to pay the costs incurred by Elders while performing charitable or religious activities. Eligible Elders' costs include: honorariums, fees, or gifts, ceremonial tobacco, direct-route travel to various events, meals while attending events, accommodation fees while attending events, and training costs of new Elders.



FIRST NATION ALLOWABLE USES OF PROCEEDS (CONTINUED)

Emergency Funds

Gaming proceeds may be used to provide relief for individuals or families in personal distress or who are victims of physical disaster. This may include equipment and supplies or the training of volunteers during emergency situations.

Endowment Funds

Gaming proceeds may be used to establish and/or donate to an endowment fund, whose purpose is to support approved charitable or religious purposes. Endowment fund contributions are limited to a maximum cumulative total of 10 per cent of the gaming proceeds earned in the previous year. An endowment fund is defined in AGLC policy as a fund where the principal is not normally disbursed and only the investment income, or a portion thereof, is expended.

Equipment/ Uniforms/First Nations Regalia/Vehicles

Gaming proceeds may be used to purchase or rent equipment, furnishings, uniforms, costumes, First Nations regalia and/or a vehicle if they are essential to the delivery of the licensed charity or sub-charity's charitable programs or services. Ownership of the items purchased must remain with the licensed group. Items of a personal, social or promotional nature may not be

purchased. In addition to the equipment and uniforms that all licensed charities may use proceeds on, First Nation charities may also use proceeds earned at First Nation casinos to purchase First Nations regalia which are essential to the delivery of the licensed charity's or sub-charity's charitable programs or services or for cultural events. Ownership of the items purchased must remain with the licensed charity or sub-charity. Items of a personal, social or promotional nature may not be purchased.

Facility

Gaming proceeds may be used for the capital, leasehold, rental and operating costs of a community, not for profit facility. This includes: fixtures and furnishings, mortgage, lease or rental payments, utilities, insurance (fire and liability), property taxes, janitorial costs and supplies, repairs and maintenance, and renovations.

Historical Resources

Gaming proceeds may be used to pay for public programs and activities which provide the Host First Nation community access to historical resources, such as historical book committees. Gaming proceeds may be used to pay for the development and operation of facilities which provide access to historical resources and are open to the Host First Nation community. Proceeds may not be used to pay for activities which primarily involve the social, recreational, hobby, commercial or professional interests of its members.

Housing and Infrastructure

Gaming proceeds may be used to pay for on-reserve housing projects, the maintenance/repair/renovation of existing housing and on-reserve infrastructure (electricity, sewage disposal, water treatment, roads, and gas lines) needs.

Life Skills Training

Gaming proceeds may be used to pay for life skills programs of all individuals of the Host First Nation community. Eligible life skills program costs include: instructor fees, facility rental fees, and classroom equipment and supplies. Programs may include: behavioural counselling, communication skills, human relations training, contingency management, employment counselling, parenting skills, and budgeting/financial skills.

Medical/Health Aid and Relief

A Medical/Health Fund may be established or gaming proceeds may be used to supplement the cost of/or pay for medical/health aids, programs and treatments of individuals of the Host First Nation community. A Medical/Health fund may be used to pay for: vision coverage, dental coverage, prescribed drugs, required aids to daily living (e.g., hearing aids, walkers, etc.), transportation costs to medical/health appointments, and traditional healing. The maximum amount of proceeds that may be contributed to this Fund on an annual basis is normally \$100,000.

Eligibility and Allowable Uses of Proceeds

FIRST NATION ALLOWABLE USES OF PROCEEDS (CONTINUED)

Nature Conservation

Gaming proceeds may be used to pay for educational programs which promote nature conservation in the Host First Nation community. Proceeds may be used to pay for the development and operation of facilities which preserve, restore and improve wildlife and its habitat, as well as for the treatment of injured or damaged domesticated or wild animals, birds, insects or plants. Proceeds may not be used to pay for the treatment, support, breeding or promotion of animals, birds, insects or plants for commercial profit or for any costs associated with commercial activities such as the trapping or camping industry.

Promotional Activities

Gaming proceeds may be used for promotional activities designed to increase Host First Nation awareness and participation in Host First Nation charitable or religious programs. This includes advertising in newspapers, radio, television, posters, signs, pamphlets, letters and Internet web pages.

Religion

Gaming proceeds may be used to pay for educational programs which further religious principles or objectives. Proceeds may be used to pay for the development and operation of places of worship which offer regular services and are open to all members of the Host First Nation community.

Senior Citizens

Gaming proceeds may be used to pay for approved expenditures related to the special needs of senior citizens, including paying for entertainment, recreational and social programs provided to senior citizens, and for the development and operation of facilities in which all seniors in the Host First Nation community have reasonable access. Senior citizens are defined in AGLC policy as those 60 years of age or older.

Sports

Gaming proceeds may be used to support eligible sports groups, such as rental fees of a facility or a venue for the group's sporting events. Gaming proceeds may be approved to purchase uniforms and equipment as long as these are required for the participation in the sport. Groups may also use gaming proceeds to pay for the reasonable costs of certifying officials and judges in their sport, including training and education costs. Gaming proceeds may be used to pay for awards such as trophies, plaques and ribbons. Adult sports groups with a youth component must use at least 50 per cent of their gaming proceeds on their youth programs.

Travel

Gaming proceeds can be used to pay travel expenses to conferences, seminars, workshops, clinics, meetings and conventions that are directly related to the group's charitable programs or services. Gaming proceeds can also be used for travel that enriches an educational institution or school's curriculum. Gaming proceeds may be used to pay for the travel expenses of sub-charities involved in activities such as music, dance and drama if the travel is a requirement of the sub-charity's programs or the sub-charity is participating in a recognized and organized event, such as a competition or festival. Individuals and teams involved in structured and developmental amateur sports may be approved to use gaming proceeds to travel to organized, structured and sanctioned events. Approval must be granted by the AGLC prior to gaming proceeds being spent on travel outside of Alberta.

Wages, Salaries, Fees for Service, and Honorariums

Gaming proceeds may be used to pay salaries, wages, fees for service or honorariums only if the duties performed are essential to the licensed charity's program delivery, the duties are performed by a person with specialized qualifications and the duties cannot be reasonably performed by a volunteer.

Use of Charitable Gaming Proceeds by Charitable Groups

The proceeds from Charitable Gaming help support thousands of programs and services provided by charities to their communities. These proceeds are earned by groups that conduct the gaming activities.

The following table summarizes how charitable and religious groups used the proceeds from gaming activities between 2003-04 and 2006-07. As charities have two years to use the funds they earned from gaming events, the proceeds reported in the table below will not equal the proceeds received by charities in those years.

Since charities report on their use of proceeds on an ongoing basis, complete data for 2007-08 is not yet available. Data for 2007-08 will be reported on in the 2008-09 Charitable Gaming in Review report. Data for First Nations use of proceeds from casino events will appear beginning in the 2008-09 Charitable Gaming in Review report.

Use of Charitable Gaming Proceeds by Charitable Groups

(thousands of dollars) ¹	2006-07	2005-06	2004-05	2003-04
Facilities	\$ 69,689	\$ 51,808	\$ 63,215	\$ 54,140
Donations within Alberta	33,095	23,491	24,654	23,926
Program Support/Development	21,827	13,657	20,362	16,995
Wages, Salaries, Fees for Service and Honorariums	20,725	15,774	19,742	15,118
Equipment/Uniforms/Vehicles	19,658	22,737	29,537	27,827
Administrative Costs	16,850	13,110	14,522	15,152
Travel	13,442	9,064	12,917	10,594
Education	10,066	6,020	11,579	4,610
Sports	4,856	3,531	4,453	3,224
Raffles under 10,000 ²	4,705	-	-	-
Promotional Activities	2,619	1,870	2,518	2,035
Bursaries and Scholarships	2,558	1,988	2,567	2,712
Youth Development	1,913	1,677	2,690	2,140
Volunteer Expenses	1,840	1,190	1,953	2,005
Research	1,676	1,843	2,967	1,868
Donations outside of Alberta	1,181	3,249	1,338	3,081
Senior Citizen Activities	1,142	860	1,050	1,268
Debt Retirement	133	162	269	83
	\$ 227,975	\$ 172,031	\$ 216,333	\$ 186,778

1 Use of charitable gaming proceeds from Host First Nation Licensed Charities will be included in this report beginning in 2008-09 for proceeds earned in 2007-08.

2 Raffle licensees with gross sales under \$10,000 are required to use their proceeds on charitable and religious purposes, however, the data required to report by use of proceeds is not available for this group.

Becoming a Charitable Gaming Licensee

If your group is interested in charitable gaming and, if your group meets the qualification requirements, your first step is to apply for a charitable gaming licence. Charitable gaming licence forms are available on the AGLC website at www.aglc.gov.ab.ca or you can obtain licence forms by calling the AGLC toll-free at 1-800-272-8876 or 310-0000.

A separate application form must be completed for each licence (bingo, casino, raffle or pull-ticket) and supporting documents must be attached. Once complete, forms should be sent to:

Alberta Gaming and Liquor Commission
Regulatory Division
50 Corriveau Avenue
St. Albert, Alberta T8N 3T5

Application forms can also be faxed to the AGLC at 780-447-8912.

Once the AGLC receives the application, it will review the information to determine if your group is eligible for a charitable gaming licence. The eligibility of all applicants is based on the eligibility criteria for organizational structure, program delivery and use of gaming proceeds as outlined in the Charitable Gaming Policies Handbook.

If your group's eligibility cannot be determined by a review of the information contained in the submitted application, additional information may be requested and/or an AGLC Inspector may meet with representatives of your group and/or conduct other inquiries to complete a more detailed eligibility review.

The AGLC works to review and process all applications for a gaming licence within 12 weeks of receipt of a complete application. Processing applications and determining eligibility may take longer if the submitted application information is incomplete or a more detailed eligibility review is required to determine eligibility.

If you obtain your licence and become a charitable gaming licensee, you will receive an information package from the AGLC. Licensing Support staff will also provide information that will help you conduct your event in accordance with terms and conditions.

Once you have held your event, you must deposit the gaming proceeds into a separate gaming account. You may consolidate all gaming proceeds into a single account if you conduct more than one type of event (e.g., bingo and casino).

You may use the gaming proceeds only for uses approved in your application. If you wish to use gaming proceeds for other purposes, you must obtain AGLC approval. You have two years to use gaming proceeds from the time you receive the funds.

Financial reporting is required for every gaming licence. All records must be kept for a period of two years after the licence expires. More information about financial reporting is available on the AGLC website at www.aglc.gov.ab.ca.

Protecting Gaming Integrity and Accountability

Albertans expect the AGLC to maintain the integrity and accountability of gaming in the province — and legislation requires us to do so. The AGLC works with charitable groups and the gaming industry to ensure that everyone who participates in a licensed gaming event has a fair chance to win. We also make sure the proceeds from charitable gaming benefit the community. Regulation and financial reporting requirements are key to the success of Alberta's charitable gaming model.

Regulation

All gaming activities must comply with the Criminal Code, the *Gaming and Liquor Act*, the Gaming and Liquor Regulation, and AGLC policies.

AGLC Inspectors visit gaming sites and perform random checks of activities to ensure that rules are being followed. (If you meet an inspector during your event, it's a great opportunity to ask questions about the legislation, regulation or policies!) If the rules are not being followed, the inspector prepares a report and informs the group. Disciplinary action by the Board of the AGLC may take place — ranging from warnings to suspension or removal of licences.

The AGLC also monitors the gaming industry and charitable gaming licensees to help maintain financial integrity. Audits help ensure that gaming proceeds are used for approved purposes and that gaming operations and record-keeping processes comply with legislative and policy requirements.

Reporting Financial Returns

As licensed charities, groups are required to report to the AGLC how gaming proceeds have been used. A separate financial report is required for each licence. Groups must account for the proceeds as well as interest, dividends and other income earned on the proceeds.

The AGLC mails financial reports to each charity, which the group must return within 60 days from the date of mailing.

Gaming proceeds must be used within two years after the proceeds are obtained. Any extension of this period must be approved in advance by the AGLC.

If a charity wants to use the proceeds for purposes other than those in its original application, the charity is required to obtain the approval of the AGLC before it spends the proceeds for the new purposes. The reason for this is to ensure that the proposed new use of funds is in accordance with the Criminal Code and reflects a use that is charitable or religious in nature. If gaming proceeds are used for unapproved purposes, the AGLC will investigate and may initiate an audit of the group.

Web Access

A number of licensing services are available to licensed charitable groups on the AGLC website. Once registered for a web account groups can do the following online:

- View their gaming licences;
- View their consolidated bank account information;
- View their current registered organization contact list;
- View their current "Use of Proceeds" list;
- Register on-line for GAIN sessions (see page 18); and
- Submit their financial report online (for Raffles under \$10,000).

Applying for a web account is easy. An "Internet Account Request" Form (Form 5536) is available on the AGLC website at www.aglc.gov.ab.ca. Once approved, groups are sent a user ID and password via email.

Did You Know?
*As of March 31, 2008,
almost 1,100 charitable
gaming licensees had
web accounts.*



Gaming Information for Charitable Groups (GAIN)

Need more information? Want an opportunity to ask questions? Gaming Information for Charitable Groups (GAIN) sessions are free information seminars that provides volunteers of charitable and religious groups with the opportunity to GAIN knowledge about charitable gaming activities.

The information sessions cover:

What you need to know before a gaming event:

- Legislative and regulatory requirements of charitable gaming in Alberta,
- Eligibility for gaming licences,
- The licensing application process,
- Eligible use of proceeds, and
- Requirements to hold a charitable gaming event.

What you need to know during a gaming event:

- Conduct of a gaming event – Bingo, Casino, Pull-Ticket, and Raffle,

What you need to know after a gaming event:

- Financial reporting requirements after the gaming event.

By the end of the session, participants are up-to-date on the rules for charitable gaming and take away a comprehensive resource manual for further reference.

In 2007-08, the AGLC expanded the number of different GAIN programs it offers to include a combined overview of charitable gaming licensing and use of proceeds GAIN session and a casino GAIN session.

There are now six types of GAIN sessions:

- Overview of charitable gaming licensing,
- Use of gaming proceeds,
- Combined charitable gaming licensing and use of proceeds session,
- Casino session,
- Host First Nations session, and
- Special sessions (e.g. conference and convention presentations), available upon request.



**Gain experience.
Gain knowledge.
Gain information.**

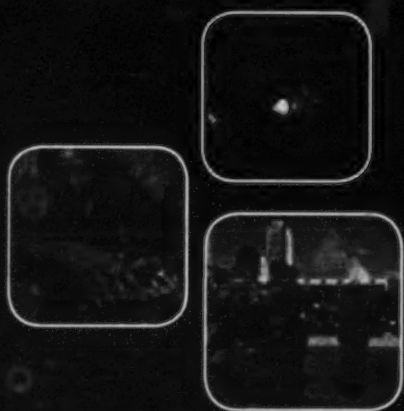
2007-08 GAIN Statistics:

3,408 participants attended these 210 sessions:

Charitable gaming licensing sessions:	45
Use of proceeds sessions:	69
Combined sessions:	53
Casino sessions:	27
Host First Nations sessions:	5
Special sessions:	11

The GAIN program is very popular. During 2007-08, the AGLC delivered 210 GAIN sessions to more than 3,400 participants in 38 communities across Alberta. To date, almost 20,000 participants have accessed gaming information through the GAIN program.

For contact information about the GAIN program, phone 780-447-7499 or 1-866-307-7499 or visit the AGLC's website at www.aglc.gov.ab.ca.



Proceeds
By Charitable Gaming Activity

2007-08

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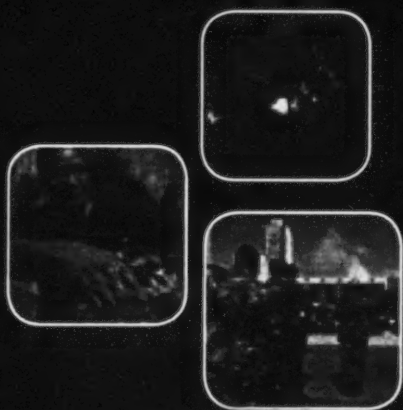
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Proceeds
By Charitable Gaming Activity

2007-08

Proceeds by Charitable Gaming Activity

GAMING LICENCES IN EFFECT AND ASSOCIATED PROCEEDS

Licences in Effect and Sales (\$ thousands)

A summary of the number of licences in effect to hold events and the proceeds to charities from charitable gaming activities is:

	Licences ¹	Total Gross (\$000)	Prizes/ Winnings (\$000)	% of Gross	Expenses (\$000)	% of Gross	Electronic Proceeds (\$000) ²	Keno Proceeds (\$000) ³	Proceeds to Charity (\$000)
2007-08 ⁴									
Bingos	2,019	\$ 201,988	\$ 129,537	64.1	\$ 53,054	26.3	\$ 6,048	\$ 512	\$ 25,957
Casinos	3,412	1,041,993	844,529	81.0	124,906	12.0	171,314	24	243,896
Pull-Tickets	482	35,935	26,067	72.5	2,374	6.6			7,494
Raffles	3,730	121,315	48,272	39.8	25,204	20.8			47,839
	9,643	\$ 1,401,231	\$ 1,048,405	74.8	\$ 205,538	14.7	\$ 177,362	\$ 536	\$ 325,186
2006-07 ⁴									
Bingos	2,189	\$ 225,861	\$ 144,496	64.0	\$ 57,161	25.3	\$ 5,410	\$ 497	\$ 30,111
Casinos	3,303	860,864	697,975	81.1	104,772	12.2	140,048	23	198,188
Pull-Tickets	622	36,863	26,886	72.9	2,404	6.5			7,573
Raffles	349	93,311	38,007	40.7	20,745	22.2			34,559
	6,463	\$ 1,216,899	\$ 907,364	74.6	\$ 185,082	15.2	\$ 145,458	\$ 520	\$ 270,431
2005-06 ⁴									
Bingos	2,329	\$ 237,205	\$ 151,379	63.9	\$ 55,621	23.4	\$ 3,905	\$ 429	\$ 34,539
Casinos	2,968	752,432	607,858	80.8	93,175	12.4	120,609	13	172,021
Pull-Tickets	640	35,075	25,689	73.2	2,172	6.2			7,214
Raffles	306	98,469	41,569	42.2	22,382	22.7			34,518
	6,243	\$ 1,123,181	\$ 826,495	73.6	\$ 173,350	15.4	\$ 124,514	\$ 442	\$ 248,292

1 Bingo and pull-ticket licences are generally in effect for two years. Licences for casinos and raffles are generally for a single event.

2 Electronic proceeds represent commissions paid to charities and proceeds from electronic bingo distributed through the Alberta Lottery Fund.

3 Keno proceeds include commissions to charities and proceeds distributed through the Alberta Lottery Fund.

4 For information on the data contained in charitable gaming revenue and to charities, please see page 2.

A summary of the licences and events, as well as net proceeds to charities, by Major Centre for 2007-08 is:

	Licences ¹	Total Gross (\$000)	Prizes/ Winnings (\$000)	Expenses (\$000)	Electronic Proceeds (\$000) ²	Keno Proceeds (\$000) ³	Proceeds to Charity (\$000)
2007-08 ⁴							
Calgary	1,874	\$ 577,254	\$ 441,397	\$ 79,109	\$ 62,419	\$ 193	\$ 119,360
Edmonton	2,009	414,871	319,815	57,397	49,303	102	87,064
Fort McMurray	285	28,330	21,203	4,059	10,200	11	13,279
Grande Prairie	333	33,440	22,625	6,981	8,214	1	12,049
Lethbridge	309	25,689	18,902	4,878	5,660	21	7,590
Medicine Hat	364	17,302	12,022	3,438	4,280	9	6,131
Red Deer	597	47,862	34,812	9,955	9,565	55	12,715
St. Albert/Camrose	581	25,958	19,621	5,090	6,311	8	7,566
Other Locations	3,291	230,525	158,008	34,631	21,410	136	59,432
Total	9,643	\$ 1,401,231	\$ 1,048,405	\$ 205,538	\$ 177,362	\$ 536	\$ 325,186

1 Bingo and pull-ticket licences are generally in effect for two years. Licences for casinos and raffles are generally for a single event.

2 Electronic proceeds represent commissions paid to charities and proceeds from electronic bingo distributed through the Alberta Lottery Fund.

3 Keno proceeds include commissions to charities and proceeds distributed through the Alberta Lottery Fund.

4 For information on the data contained in charitable gaming revenue and to charities, please see page 2.

Proceeds by Licence Category

(millions of dollars)	Proceeds earned in 2007-08	Proceeds earned in 2006-07	Proceeds earned in 2005-06
Categories of Charitable Groups			
Sports Groups Competitive amateur sports such as minor hockey and swimming	\$ 59	\$ 54	\$ 49
Education Groups Purchase of special learning or athletic equipment	36	34	31
Veterans, Service & Fraternal Groups Veteran, fraternal, service and other organizations established by a statute or international/national charter	34	29	21
Host First Nation Licensed Charities¹ Proceeds earned by Host First Nation Licensed Charities at First Nation Casino events. Used to support First Nation charitable objectives and purposes to help improve economic and social conditions within First Nations communities	30	-	-
Fundraising Groups Groups such as foundations and 'friends' of groups formed to support charitable work	25	21	20
Arts Groups Performing, visual and literary arts, including art galleries, dance, choral, theatre, marching and school bands	22	19	16
Community Leagues/Associations Groups incorporated as community leagues or associations	21	20	19
Aid of the Distressed Groups addressing specific social issues by providing a social service or education program	18	17	15
Ethno-Cultural Groups¹ Offering educational or cultural programs/activities to preserve or enhance heritage, traditions and culture	17	18	13
Medical/Health Aid & Relief Groups Groups helping those with a specific physical or mental disorder	12	13	10
Agricultural Fair or Exhibition Annual fairs, exhibitions, rodeo or chuckwagon events registered under the <i>Alberta Societies Act</i> or <i>Agricultural Societies Act</i>	11	8	8
Religious Groups Churches, parishes, temples, synagogues, and auxiliary groups supporting religious activities	6	5	5
Senior Citizens Groups Organizations with majority membership of 60 years of age and older	6	7	6
Children's Groups Groups addressing specific issues of social concern related to children	5	4	2
Historical Resource Groups Activities that provide the public with access to historical resources	5	4	4
Youth Groups Organizations providing programming for young people	5	5	6
Hobby/Social Groups Education and information programs for members of the public	4	3	4
Nature Conservation Promoting nature conservation through educational programs or the operation of public facilities	4	4	2
Associations of Employees/Occupations/Professions Groups with a primary purpose to provide charitable programs or services that benefit the community	3	3	4
Other	2	2	2
	\$ 325	\$ 270	\$ 248

¹ Proceeds earned by the Host First Nation Licensed Charities from First Nations casinos were included in the total for Ethno-Cultural Groups in 2006-07.

Bingo

HIGHLIGHTS

In 2007-08, 35,778 bingo events generated gross revenues of \$202.0 million across the province. Of this amount, \$129.5 million was returned to bingo players as prizes and \$53.1 million was spent by charities for expenses, leaving net proceeds of \$19.4 million. Charities received an additional \$6.6 million from electronic bingo and Keno proceeds, for a combined total of \$26.0 million. Approximately 92 per cent of bingo proceeds in Alberta were generated in licensed bingo facilities (association bingo halls and private operator bingo halls).

OVERVIEW

Bingo may be conducted in three types of facilities in Alberta: Association Bingo Halls, Private Operator Bingo Halls, and Community Bingo Halls.

Association Bingo Facilities (Class A Licence)

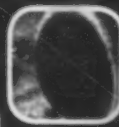
This category is for a facility licence to an association made up of member charities that are eligible for a bingo licence. The facility operates at least four days a week. The association coordinates bingos for its members.

Licensed charities in bingo association halls may be approved to sell pull-tickets or offer electronic bingo or Keno. Electronic bingo allows players to play their bingo game electronically. Keno is a provincial lottery ticket product with draws held every five minutes. Minors are not allowed in halls offering electronic bingo or Keno.

The licensed charities provide volunteers for key financial positions during the bingo, including bingo chairperson, paymaster, bonanza controller and special games controller. The following are usually paid positions at association halls: caller, hall advisor, cashier, hall manager, pull-ticket manager and bookkeeper.

Bingo associations pool bingo and Keno proceeds monthly and allocate the proceeds among member charities according to the number of events per charity. Each association, through a pool agreement signed by all members, may decide to establish one pool for all events or separate pools for morning, afternoon, evening and late night events. Proceeds from pull-ticket sales are pooled quarterly. There were 40 bingo association halls in the province as of March 31, 2008.

Groups interested in joining a bingo association contact the AGLC to be placed on a central registry waiting list for their region. Bingo associations seeking new members will contact the AGLC for names of interested charities.



Private Operator Bingo Facilities (Class B Licence)

In a private operator bingo facility, the private operator, under contract with the charities of a bingo society, supplies the space and services that enables charities to conduct their licensed bingo events.

In October 2003, the Bingo Terms & Conditions and Operating Guidelines were amended to allow private operators to operate bingo halls. In keeping with Alberta's charitable gaming model, bingo events held in Class B facilities must be conducted and managed by licensed charities. Like licensed charities in association bingo halls, licensed charities conducting bingo events in private operator halls may be approved to sell pull-tickets or offer electronic bingo or Keno. Minors are not allowed in halls offering electronic bingo or Keno.

The licensed charities provide volunteers for key financial positions during the bingo, including bingo chairperson, paymaster, bonanza controller and special games controller. The following are usually paid positions of the Class B Operator: games manager, caller, cashier, hall manager, pull-ticket manager. Additionally, the licensed charity employs an Independent Hall Advisor to assist with the conduct of the bingo event.

Bingo societies pool bingo and Keno proceeds monthly and allocate the proceeds among member charities according to the number of events per charity. Each society, through a pool agreement signed by all members, must establish one pool for all events. There were two private operator bingo halls in the province as of March 31, 2008.

Community Bingo Hall

This category includes bingos held three times per week or less at small community halls, seniors' centres or church halls. Unlike association bingo, bingos conducted in a community hall are generally conducted by a single charity, so the charity earns all the proceeds from the event. Key positions filled by volunteers include bingo chairperson, bonanza/special games controller and paymaster. Community bingo licensees may pay a caller and a cashier. There were 340 community bingo licensees in 2007-08.

Satellite Bingo

Alberta Satellite Bingo broadcasts live bingo games to 41 licensed bingo facilities across the province. Additionally, the games are broadcast to many community bingo facilities. Three games per day are broadcast — afternoon, evening and late night. Satellite bingo players across the province compete for significant prizes. Since satellite bingo was introduced in October 1997, Charities have received approximately \$167 million from the Satellite bingo game.

Bingo

Bingo Proceeds Summary

2007-08¹

	Licences	Events	Total Gross (\$000)	Prizes/ Winnings (\$000)	% of Gross	Expenses (\$000) ²	% of Gross	Electronic Proceeds (\$000) ³	Keno (\$000) ⁴	Proceeds to Charity (\$000)
Calgary									\$ 184	\$ 184
Regular	240	7,044	\$ 25,653	\$ 16,009	62.4	\$ 8,997	35.1			647
Electronic			10,533	6,432	61.1	3,488	33.1	\$ 1,989		2,602
Satellite			4,884	2,442	50.0	511	10.5			1,931
Edmonton									98	98
Regular	427	7,487	33,479	21,903	65.4	11,561	34.5			15
Electronic			12,122	8,369	69.0	3,117	25.7	1,892		2,528
Satellite			6,504	3,253	50.0	682	10.5			2,569
All Other Locations									230	230
Regular	1,352	21,247	81,669	55,620	68.1	19,422	23.8			6,627
Electronic			12,654	8,229	65.0	3,762	29.7	2,167		2,830
Satellite			14,490	7,280	50.2	1,514	10.4			5,686
Total	2,019	35,778	\$ 201,988	\$ 129,537	64.1	\$ 53,054	26.3	\$ 6,048	\$ 512	\$ 25,957

1 Proceeds for 2007-08 include 2007-08 actual results from licensed bingo facilities and accrued results for community bingo licensees based on 2006-07. See page 2 for additional information.

2 The electronic expenses figure includes net sales (sales less prizes) from electronic bingo. After program expenses are paid, these funds are returned to charities as indicated in the electronic proceeds and total proceeds columns.

3 Electronic proceeds include proceeds distributed through the Alberta Lottery Fund from electronic bingo.

4 Keno proceeds include commissions to charities and proceeds distributed through the Alberta Lottery Fund.

2006-07¹

	Licences	Events	Total Gross (\$000)	Prizes/ Winnings (\$000)	% of Gross	Expenses (\$000) ²	% of Gross	Electronic Proceeds (\$000) ³	Keno (\$000) ⁴	Proceeds to Charity (\$000)
Calgary									\$ 176	\$ 176
Regular	239	7,113	\$ 31,946	\$ 19,866	62.2	\$ 10,465	32.8			1,615
Electronic			10,555	6,368	60.3	3,559	33.7	\$ 1,877		2,505
Satellite			5,929	2,967	50.0	603	10.2			2,359
Edmonton									113	113
Regular	537	8,518	39,201	25,962	66.2	12,580	32.1			659
Electronic			11,431	8,015	70.1	2,904	25.4	1,578		2,090
Satellite			7,388	3,697	50.0	755	10.2			2,936
All Other Locations									208	208
Regular	1,413	21,936	92,083	62,324	67.7	21,187	23.0			8,572
Electronic			11,488	7,372	64.2	3,499	30.5	1,955		2,572
Satellite			15,840	7,925	50.0	1,609	10.2			6,306
Total	2,189	37,567	\$ 225,861	\$ 144,496	64.0	\$ 57,161	25.3	\$ 5,410	\$ 497	\$ 30,111

1 Proceeds for 2006-07 include 2006-07 actual results from licensed bingo facilities and accrued results for community bingo licensees based on 2005-06. See page 2 for additional information.

2 The electronic expenses figure includes net sales (sales less prizes) from electronic bingo. After program expenses are paid, these funds are returned to charities as indicated in the electronic proceeds and total proceeds columns.

3 Electronic proceeds include proceeds distributed through the Alberta Lottery Fund from electronic bingo.

4 Keno proceeds include commissions to charities and proceeds distributed through the Alberta Lottery Fund.

2005-06¹

	Licences	Events	Total Gross (\$000)	Prizes/ Winnings (\$000)	% of Gross	Expenses (\$000) ²	% of Gross	Electronic Proceeds (\$000) ³	Keno (\$000) ⁴	Proceeds to Charity (\$000)
Calgary										
Regular	263	7,154	\$ 32,525	\$ 20,015	61.5	\$ 10,384	31.9		\$ 153	\$ 153
Electronic			9,269	5,510	59.4	3,195	34.5	\$ 1,537		2,126
Satellite			6,098	3,050	50.0	579	9.5			2,101
										2,469
Edmonton									140	140
Regular	618	9,999	49,115	32,543	66.3	14,797	30.1			1,775
Electronic			10,300	7,321	71.1	2,532	24.6	1,249		1,696
Satellite			8,632	4,319	50.0	819	9.5			3,494
All Other Locations									136	136
Regular	1,448	21,906	96,219	64,633	67.2	19,351	20.1			12,235
Electronic			8,581	5,754	67.1	2,403	28.0	1,119		1,543
Satellite			16,466	8,234	50.0	1,561	9.5			6,671
	2,329	39,059	\$ 237,205	\$ 151,379	63.8	\$ 55,621	23.4	\$ 3,905	\$ 429	\$ 34,539

1 Proceeds for 2005-06 include 2005-06 actual results from licensed bingo facilities and accrued results for community bingo licensees based on 2004-05. See page 2 for additional information.

2 The electronic expenses figure includes net sales (sales less prizes) from electronic bingo. After program expenses are paid, these funds are returned to charities as indicated in the electronic proceeds and total proceeds columns.

3 Electronic proceeds include proceeds distributed through the Alberta Lottery Fund from electronic bingo.

4 Keno proceeds include commissions to charities and proceeds distributed through the Alberta Lottery Fund.



*Almost 4 million players
participated in a Satellite
bingo game in 2007.*

Casino Events

HIGHLIGHTS

In 2007-08, there were 4,123 casino events held in Alberta. Casino table games generated gross revenues of \$1,042.0 million and returned \$844.5 million in prizes to players. Charities paid \$124.9 million in expenses to casino facility operators, advisors, trustees and others for their services related to table games. Charities received \$72.6 million from casino table gaming. An additional \$171.3 million from slot machines and Keno was provided to charities, for a total of \$243.9 million.

OVERVIEW

In Alberta, casino gaming is conducted in traditional casinos and First Nation casinos and includes table games and slot machines.

Casino facilities in Alberta are licensed by the AGLC. As of March 31, 2008, there were 23 permanent casino facilities consisting of 19 traditional casinos and four First Nation casinos.

Traditional Casino

In traditional casinos, the casino operator provides the facility, gaming expertise and gaming materials for the event. Charities require a licence from the AGLC to conduct the casino event. Generally, a casino event hosted by a charity runs for two days.

The charity provides volunteers for key financial positions during the event and earns proceeds from the table games. The volunteer positions are: general manager, banker, cashier, count room supervisor, chip runner and count room staff (counter, sorters, amalgamator). The casino facility provides a casino games manager who is directly responsible to the charity's general manager. The casino games manager supervises the games area in the casino and ensures that activities follow the Casino Terms & Conditions and Operating Guidelines. Licensed charities also hire independent casino advisors to help them with their event.

Net proceeds (sales less prizes and event expenses) from table games are pooled and distributed to the participating charities quarterly.

Volunteers have no direct role in the operation of slot machines during the casino. The *Criminal Code* requires a provincial authority, i.e., the AGLC, to manage electronic gaming devices. Charities receive a 15 per cent commission on net sales from slot machines during their casino events. The facility operator also earns a 15 per cent commission and the remaining 70 per cent is transferred to the Alberta Lottery Fund after AGLC's operating costs are deducted. Charities receive a five per cent commission on gross sales from Keno. The facility operator also earns a five per cent commission on gross sales from Keno and a two per cent commission on redemptions. The remainder is transferred to the Alberta Lottery Fund after AGLC operating costs and prize liabilities are deducted. For more information about the Alberta Lottery Fund, see www.albertalotteryfund.ca.

Charities are required to hold casino events in a facility within their designated region in the province. For example, only licensed charities in Edmonton and Calgary and charities that operate province-wide may hold casinos in those cities. A charity in a rural area may only conduct events at the nearest regional casino facility.

The only exception is the Silver Dollar Casino in Calgary, which serves charities in nearby rural communities. All proceeds from charitable casino events, including slot machine net proceeds, are pooled quarterly by region and divided among the charities involved during the time period.

First Nation Casino

The Host First Nation (HFN) is the casino facility operator and provides the facility, gaming expertise and gaming materials for the event. The HFN licensed charity also requires a licence from the AGLC to conduct the casino event. Generally, HFN licensed charities are issued a licence for 364 one-day casino events. The HFN and the HFN licensed charity are two separate and distinct organizations.

Proceeds from First Nation casinos support charitable and religious purposes in the HFN community. HFN licensed charities may provide proceeds to sub-charities, if the sub-charity's proposed use of proceeds comply with the policies set out in the Host First Nation Charitable Casino Policies Handbook.

The HFN licensed charity must utilize paid charity workers in the following positions: general manager, banker, cashier, count room supervisor, chip runner and count room staff (counter, sorters, recorder, amalgamator). The HFN (casino facility operator) provides a casino games manager who is directly responsible to the charity's general manager. The casino games manager supervises the games area in the casino and ensures that activities follow the Casino Terms & Conditions and Operating Guidelines and the Host First Nation Charitable Casino Policies Handbook. The HFN licensed charity hires independent casino advisors to help it with its events.

The HFN licensed charity receives the net proceeds (sales less prizes and event expenses) from table games.

Charity workers have no direct role in the operation of slot machines during the casino. The *Criminal Code* requires a provincial authority, i.e., the AGLC, to manage electronic gaming devices. The HFN licensed charity receives a 15 per cent commission on net sales from slot machines during its events. The HFN (casino facility operator) also earns a 15 per cent commission. The remaining 70 per cent is transferred to the Alberta Lottery Fund after the AGLC's operating costs are deducted. The HFN licensed charity receives a five per cent commission on gross sales from Keno. The HFN (casino facility operator) also earns a five per cent commission on gross sales from Keno and a two per cent commission on redemptions. The remainder is transferred to the Alberta Lottery Fund after AGLC operating costs and prize liabilities are deducted. For more information about the Alberta Lottery Fund, see www.albertalotteryfund.ca.

Casino Event Proceeds Summary

Licences		Total Gross (\$000) ¹	Prizes/ Winnings (\$000)	% of Gross	Expenses (\$000)	% of Gross	Electronic Proceeds (\$000) ²	Keno (\$000) ²	Proceeds to Charity (\$000)
2007-08									
Traditional Casinos									
Calgary	1,084	\$ 490,200	\$ 394,980	80.6	\$ 57,268	11.7	\$ 60,430	\$ 9	\$ 98,391
Edmonton	912	331,595	273,746	82.6	35,283	10.6	47,411	4	69,981
Other	1,412	107,534	85,587	79.6	18,653	17.3	42,503	8	45,805
First Nation Casinos									
All Locations	4	112,664	90,216	80.1	13,702	12.2	20,970	3	29,719
	3,412	\$ 1,041,993	\$ 844,529	81.0	\$ 124,906	12.0	\$ 171,314	\$ 24	\$ 243,896
2006-07									
Calgary	1,084	\$ 430,436	\$ 346,932	80.6	\$ 51,355	11.9	\$ 54,071	\$ 11	\$ 86,231
Edmonton	796	295,840	243,508	82.3	32,296	10.9	40,336	1	60,373
All Other Locations	1,423	134,588	107,535	79.9	21,121	15.7	45,641	11	51,584
	3,303	\$ 860,864	\$ 697,975	81.1	\$ 104,772	12.2	\$ 140,048	\$ 23	\$ 198,188
2005-06									
Calgary	968	\$ 351,483	\$ 280,829	79.9	\$ 43,099	12.3	\$ 43,261	\$ 8	\$ 70,824
Edmonton	732	307,372	253,723	82.5	32,686	10.6	39,688	0	60,651
All Other Locations	1,268	93,577	73,306	78.3	17,390	18.6	37,660	5	40,546
	2,968	\$ 752,432	\$ 607,858	80.8	\$ 93,175	12.4	\$ 120,609	\$ 13	\$ 172,021

1 Includes the total amount wagered on table games including the total poker rake from poker games (Maximum of \$5 per hand) and tournaments (10 per cent). The operator's fee from the poker rake is included under the expense column.

2 Electronic proceeds and Keno are the commissions paid to charities from electronic gaming.

Pull-Tickets

HIGHLIGHTS

Gross sales from pull-tickets generated \$36.0 million in 2007-08 and returned \$26.1 million in prizes to players. Charities paid \$2.4 million in expenses and earned \$7.5 million in proceeds.

OVERVIEW

Pull-tickets – also called Nevada or break-open tickets — are a type of instant-win ticket. They have sealed windows or pull-tabs that open to reveal symbols, letters or numbers that correspond with a specific prize.

Generally, groups licensed to sell pull-tickets must sell them from the premises where they provide services to the community in order to ensure that the charity carefully controls sales and protects ticket security. Because of this requirement, usually veteran, fraternal, sport and community associations are eligible to sell pull-tickets. The AGLC also allows charities to sell pull-tickets from their program kiosks at shopping malls. Charities conducting events at licensed bingo halls can also sell pull-tickets at their bingo halls. In this case, the proceeds are pooled quarterly and allocated among the charities conducting bingo events during the period.

The charity must arrange to buy its pull-tickets from a supplier registered with the AGLC. Tickets can only be sold by the charity and its volunteers.

Pull-Ticket Proceeds Summary

	Licences	Units Sold	Total Gross (\$000)	Prizes/ Winnings (\$000)	% of Gross	Expenses (\$000)	% of Gross	Proceeds to Charity (\$000)	% of Gross
2007-08¹									
Calgary	52	5,559	\$ 10,772	\$ 7,839	72.8	\$ 761	7.1	\$ 2,172	20.2
Edmonton	34	1,336	2,669	1,946	72.9	141	5.3	582	21.8
All Other Locations	396	13,199	22,494	16,282	72.4	1,472	6.5	4,740	21.1
	482	20,094	\$ 35,935	\$ 26,067	72.5	\$ 2,374	6.6	\$ 7,494	20.9
2006-07²									
Calgary	77	5,825	\$ 11,071	\$ 8,116	73.3	\$ 751	6.8	\$ 2,204	19.9
Edmonton	69	2,177	4,612	3,333	72.3	240	5.2	1,039	22.5
All Other Locations	476	12,866	21,180	15,437	72.8	1,413	6.7	4,330	20.5
	622	20,868	\$ 36,863	\$ 26,886	72.9	\$ 2,404	6.5	\$ 7,573	20.6
2005-06³									
Calgary	68	5,254	\$ 9,736	\$ 7,143	73.4	\$ 564	5.8	\$ 2,029	20.8
Edmonton	68	2,183	3,834	2,795	72.9	244	6.4	795	20.7
All Other Locations	504	13,388	21,505	15,751	73.2	1,364	6.3	4,390	20.5
	640	20,825	\$ 35,075	\$ 25,689	73.2	\$ 2,172	6.2	\$ 7,214	20.6

1 Proceeds for 2007-08 are accrued results based on 2006-07. See page 2 for additional information.

2 Proceeds for 2006-07 are accrued results based on 2005-06. See page 2 for additional information.

3 Proceeds for 2005-06 are accrued results based on 2004-05. See page 2 for additional information.



As of March 31, 2008 there were over 5,100 different pull-ticket types approved for sale in Alberta.

Raffles

HIGHLIGHTS

In 2007-08, there were 3,730 raffle licences in effect. Raffles generated \$121.3 million in gross sales and returned \$48.3 million in prizes to players. Charities paid \$25.2 million in expenses and earned \$47.8 million in proceeds from these raffles.

OVERVIEW

A raffle is a kind of lottery where prizes are awarded based on a random draw of tickets purchased by players. Prizes for raffles must be at least 20 per cent and expenses no more than 30 per cent of the total ticket value. Only approved expenses required to conduct the raffle may be deducted. Only licensed charitable or religious groups can conduct raffles. Examples of raffles are: 50/50 draws, home lotteries, car and cash raffles, and sports raffles such as hockey pools.

There are two types of licences: one for raffles with a total ticket value greater than \$10,000, and one for raffles under \$10,000. Eligibility for both types of raffle licences is determined by the AGLC. The AGLC issues licences for raffles with the larger ticket value, while Alberta Registry agents issue licences for the smaller amounts. Charities must be registered with the AGLC for both kinds of raffles.

Raffle Proceeds Summary

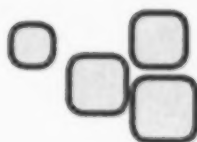
	Licences	Total Gross (\$000)	Prizes/ Winnings (\$000)	% of Gross	Expenses (\$000)	% of Gross	Proceeds to Charity (\$000)	% of Gross
2007-08¹								
Calgary	498	\$ 35,212	\$ 13,695	38.9	\$ 8,084	23.0	\$ 13,433	38.1
Edmonton	636	28,502	10,598	37.2	6,613	23.2	11,291	39.6
Other	2,596	57,601	23,979	41.6	10,507	18.2	23,115	40.1
	3,730	\$ 121,315	\$ 48,272	39.8	\$ 25,204	20.8	\$ 47,839	39.4
2006-07^{2*}								
Calgary	68	\$ 44,964	\$ 15,824	35.2	\$ 11,383	25.3	\$ 17,757	39.5
Edmonton	69	34,923	15,376	44.0	7,703	22.1	11,844	33.9
All Other Locations	212	13,424	6,807	50.7	1,659	12.4	4,958	36.9
	349	\$ 93,311	\$ 38,007	40.7	\$ 20,745	22.2	\$ 34,559	37.0
2005-06^{3*}								
Calgary	68	\$ 37,499	\$ 16,047	42.8	\$ 10,167	27.1	\$ 11,285	30.1
Edmonton	68	43,504	16,780	38.6	9,369	21.5	17,355	39.9
All Other Locations	170	17,466	8,742	50.0	2,846	16.3	5,878	33.7
	306	\$ 98,469	\$ 41,569	42.2	\$ 22,382	22.7	\$ 34,518	35.1

1 Proceeds for 2007-08 include 2007-08 actual results from raffle Financial Reports submitted via the AGLC website and accrued results for all other raffles based on 2006-07. See page 2 for additional information.

2 Proceeds for 2006-07 are accrued results based on 2005-06. See page 2 for additional information.

3 Proceeds for 2005-06 are accrued results based on 2004-05. See page 2 for additional information.

* Data from raffles under \$10,000 are not included in 2006-07 or 2005-06.



In 2007-08 there were 25 raffles conducted with gross sales over \$1 million.

Licence Fees

LICENCE FEES PER TYPE OF EVENT

Bingo

At licensed bingo facility

\$30 per event

Not at licensed bingo facility:

Events with yearly sales of \$150,000 or less

No charge

Events with yearly sales of over \$150,000

\$30 per event

Bingo Facility Licence

Class A Facility

No charge

Class B Facility

\$500

Casino

Not at fairs or exhibitions

\$15 per table per day (excludes poker)

At fairs or exhibitions

\$35 per table per day (excludes poker)

Casino Facility Licence

\$500

Pull-Ticket

\$10 per set of sealed, boxed
or bagged tickets

Raffle

Less than \$10,000

No Charge ¹

More than \$10,000 but less than \$100,000 total ticket value

\$150

More than \$100,000 but less than \$1 million total ticket value

\$500

\$1 million or more

\$1,000

Authorizing lottery scheme involving prize bonds

\$10,000

¹ Licences for raffles under \$10,000 are issued from Alberta registry agents who may charge an administration fee to process the licence application.

Licence Fees Collected (\$000)

	Bingo Events	Casino Events	Pull-Tickets	Raffles	Casino Facilities	Total Fees Collected
2007-08	\$ 928	\$ 1,659	\$ 205	\$ 91	\$ 14	\$ 2,897
2006-07	834	1,444	210	93	9	2,590
2005-06	995	1,410	221	95	21	2,742

Contact Information

AGLC OFFICES

Remember you can dial 310-0000 toll-free to access any of these offices. Also check out the AGLC website at www.aglc.gov.ab.ca.

St. Albert

50 Corriveau Avenue
St. Albert, AB T8N 3T5
Tel: 780-447-8600
or 1-800-272-8876

Calgary

110, 6715 – 8 Street NE
Calgary, AB T2E 7H7
Tel: 403-292-7300
or 1-800-372-9518

Red Deer

3, 7965 – 49 Avenue
Red Deer, AB T4P 2V5
Tel: 403-314-2656

Grande Prairie

10020 – 124 Avenue
Grande Prairie, AB T8V 5L7
Tel: 780-832-3000

Lethbridge

3103 – 12 Avenue N
Lethbridge, AB T1H 5P7
Tel: 403-331-6500

CHARITABLE GAMING

For more information on charitable gaming, eligibility, use of proceeds or the GAIN program, please contact the AGLC by phone during business hours, or by fax or by email anytime.

Gaming Licensing general e-mail: gaming.licensing@aglc.gov.ab.ca
Financial Review general e-mail: financial.review@aglc.gov.ab.ca
GAIN Program e-mail: gain@aglc.gov.ab.ca

I have...	About...	May I speak to...
Bingo questions	Bank Accounts, Financial Reporting Licensing, Use of Proceeds	→ a Bingo Financial Review Clerk → a Bingo Licensing Clerk
Casino questions	Bank Accounts, Financial Reporting Licensing, Use of Proceeds	→ a Casino Financial Review Clerk → a Casino Licensing Clerk
Pull-Ticket questions	Bank Accounts, Financial Reporting Licensing, Use of Proceeds	→ a Pull-Ticket Financial Review Clerk → a Pull-Ticket Licensing Clerk
Raffle questions	Bank Accounts, Financial Reporting Licensing, Use of Proceeds	→ a Raffle Financial Review Clerk → a Raffle Licensing Clerk
GAIN Program questions	Additional Information Registration Questions	→ the GAIN Program Administrator → the GAIN Program Administrator
Eligibility Questions	Eligibility for gaming licences	→ an Eligibility Analyst

Additional Contacts

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Charitable gaming licensing forms, the Charitable Gaming Policies Handbook, and the Host First Nation Charitable Casino Policies Handbook are available on the AGLC website at: www.aglc.gov.ab.ca.



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Additional copies of this publication or the annual report for the Alberta Gaming and Liquor Commission are available on the AGLC's website at www.aglc.gov.ab.ca or by contacting:

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Telephone: 780-447-8740
Toll-free: 1-800-272-8876
Fax: 780-447-8931

If gambling is a concern for you or someone you know, call the 24-hour AADAC toll-free Help-Line, 1 (866) 332-2322, for confidential information and support.

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